

Figure 1

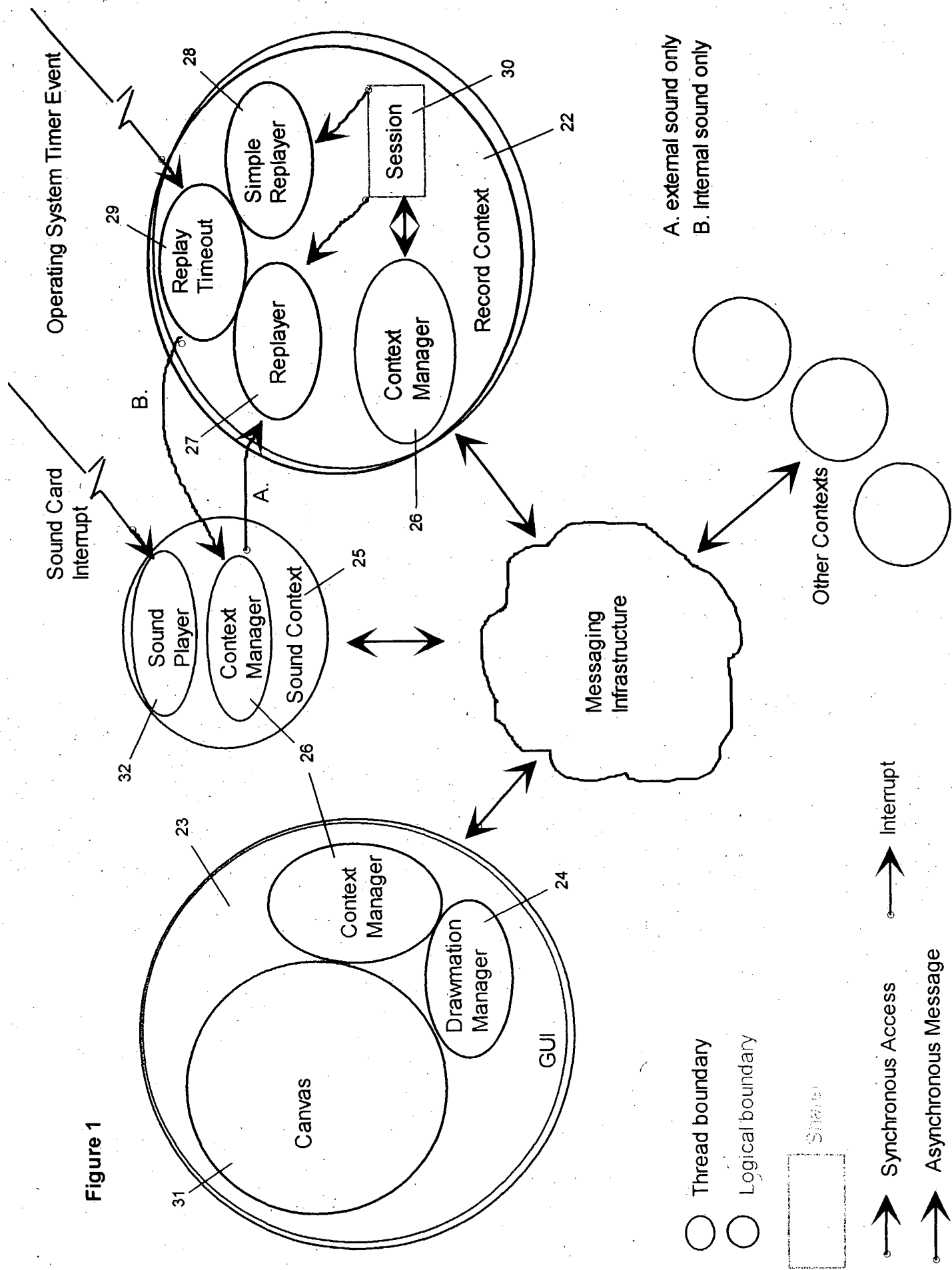


Figure 2

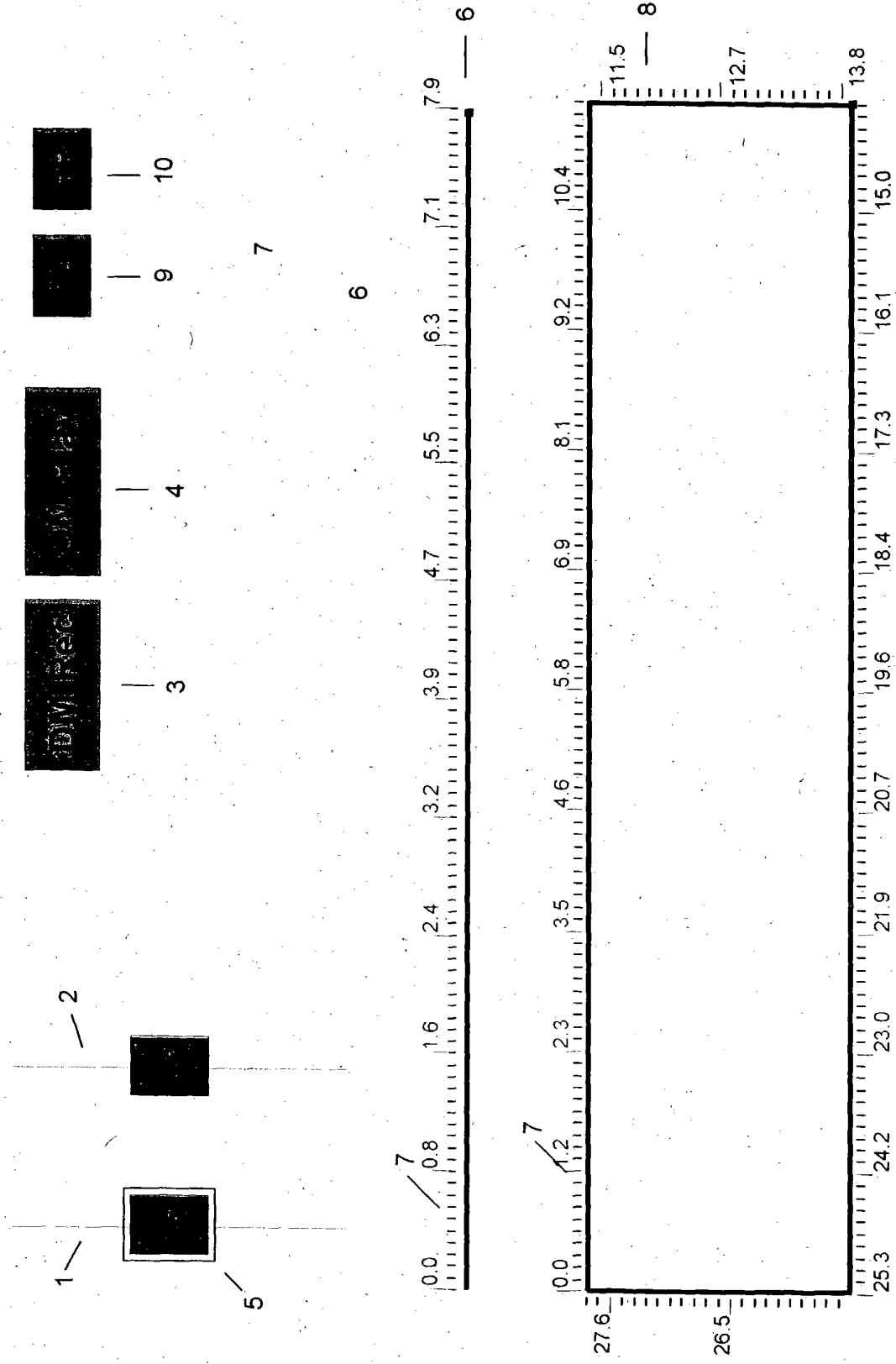


Figure 3

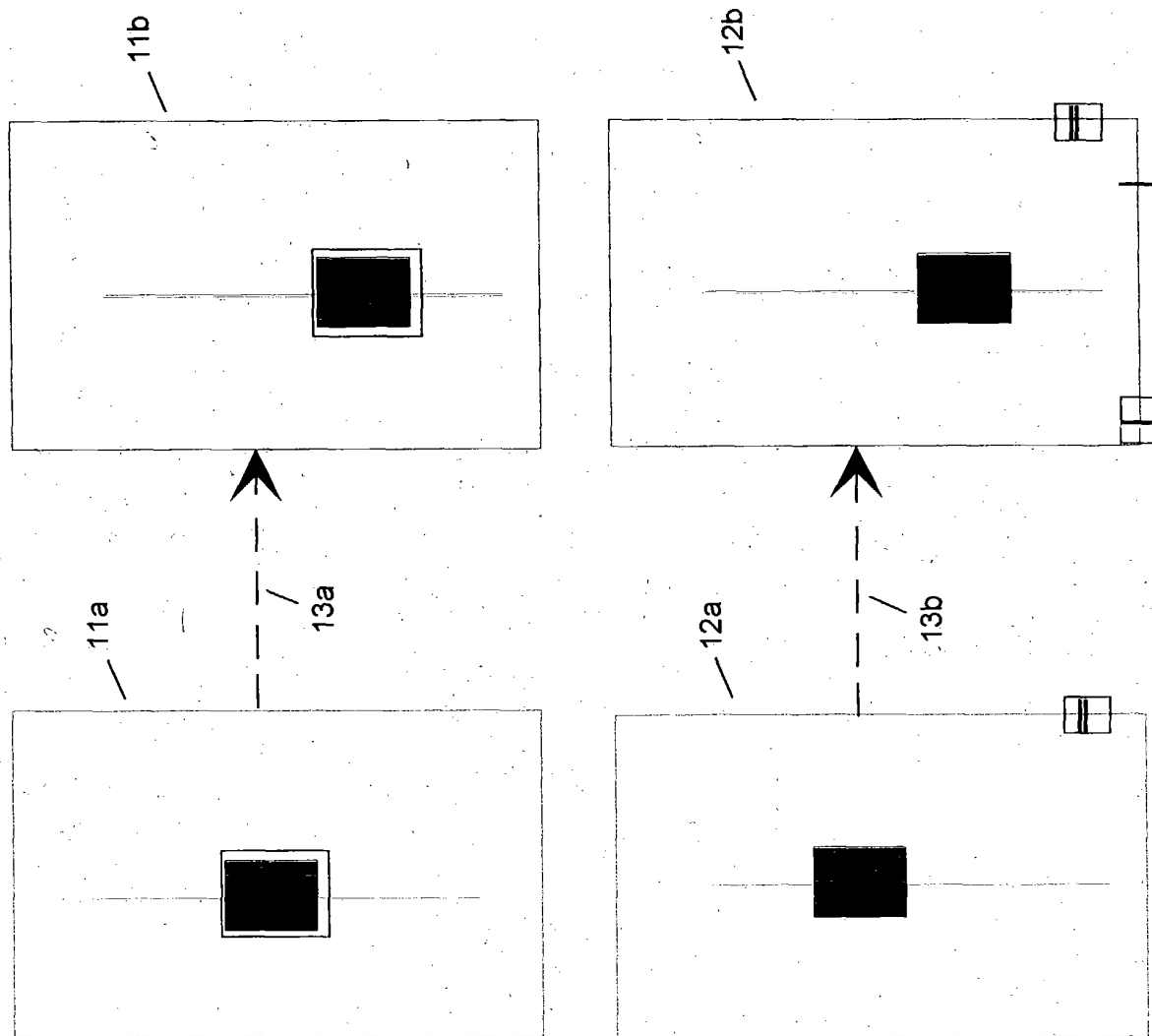


Figure 4

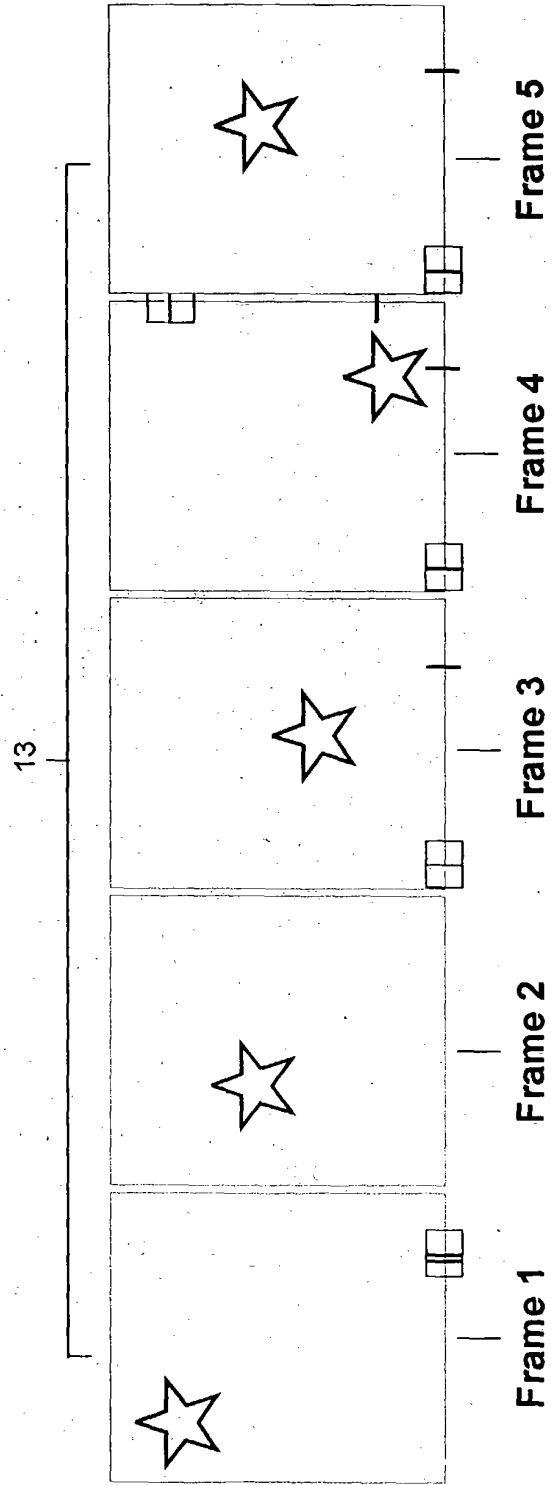


Figure 5

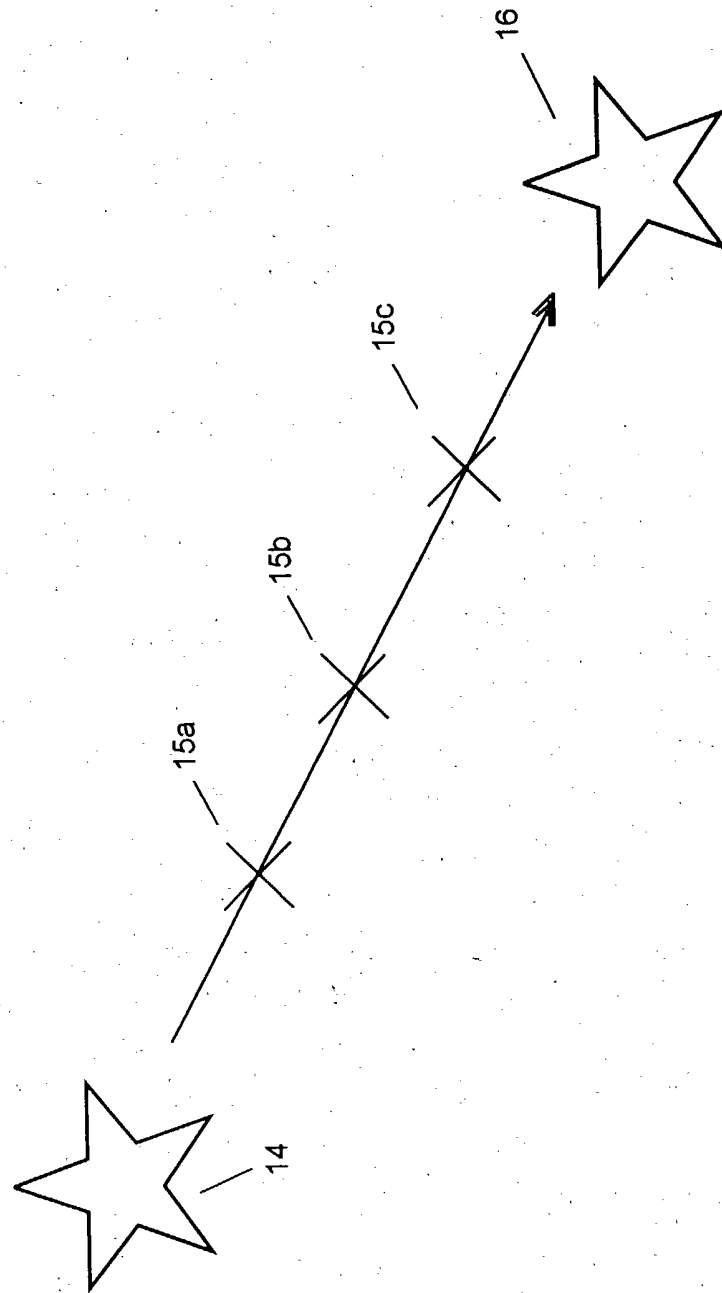


Figure 6

— Record Pass
— Current Session

Multiple record passes can be made during a single replay cycle.

During the first replay cycle in which a control is recorded, it is automatically punched in and out when recording starts and stops.

Note that replay does not have to start at the beginning of the session. Replay may be started at any point up to the end of the session.

Note that the duration of the current session is extended by recording past the replay end time. On the next replay cycle, replay will end at this new time (if the user does not record past it again).

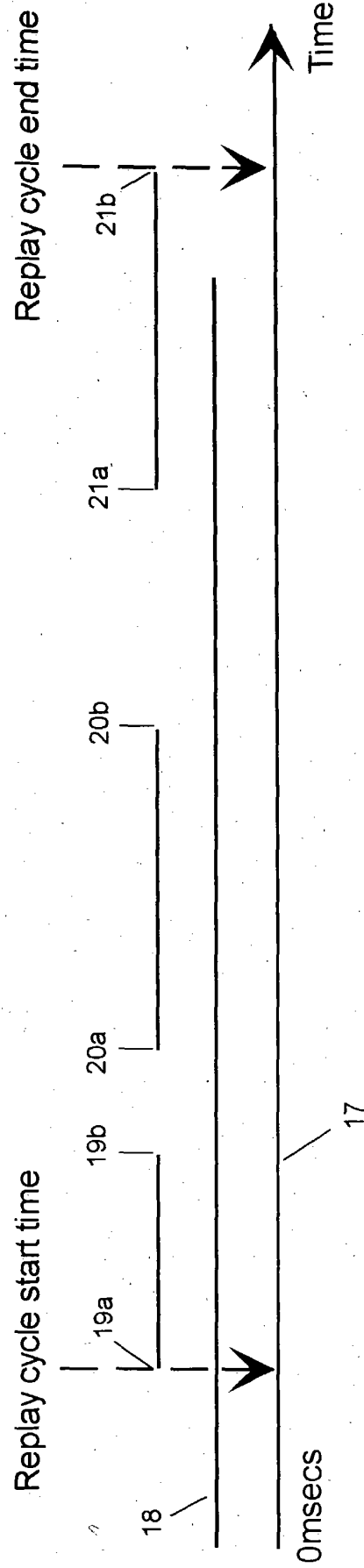


Figure 7

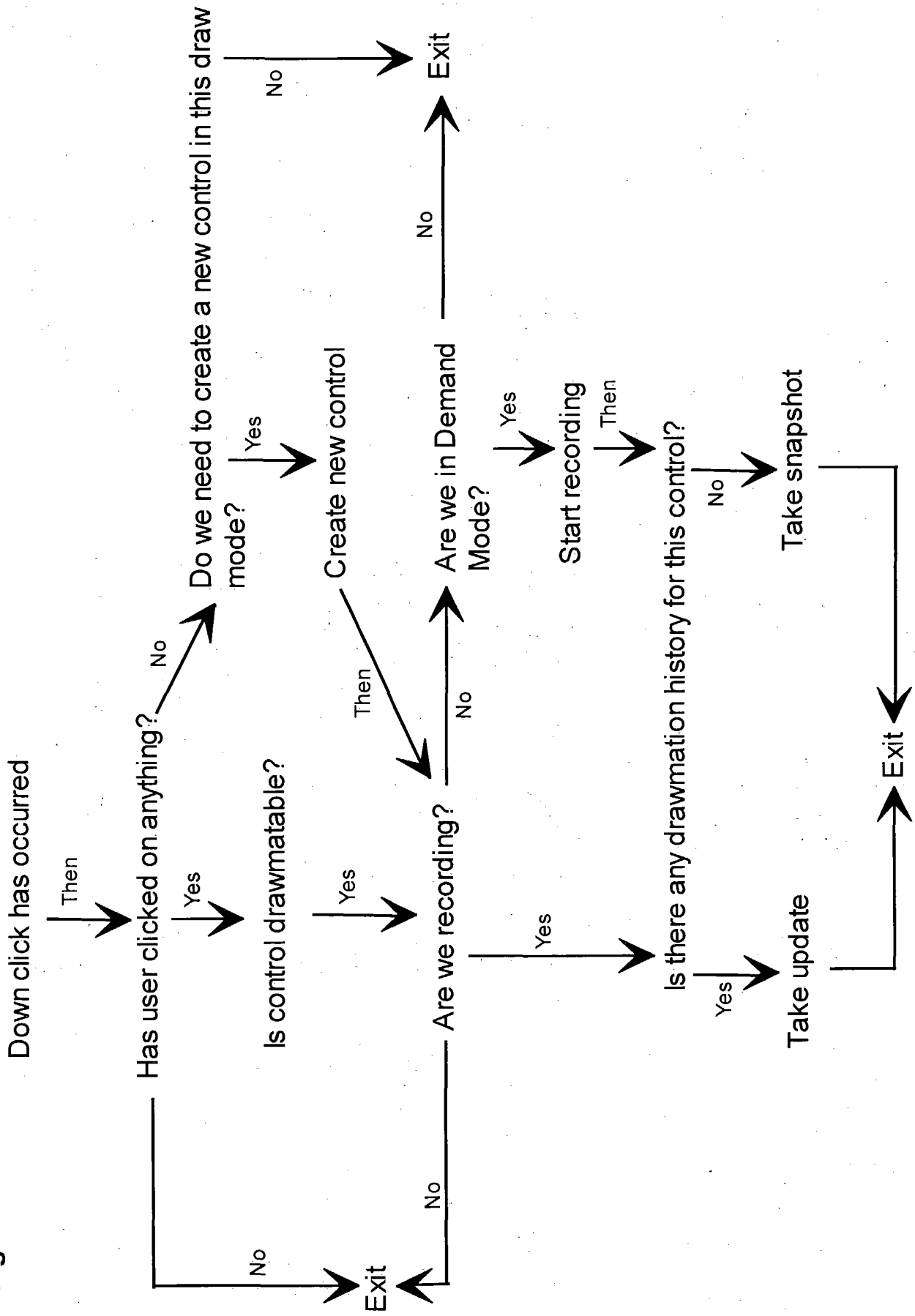


Figure 8

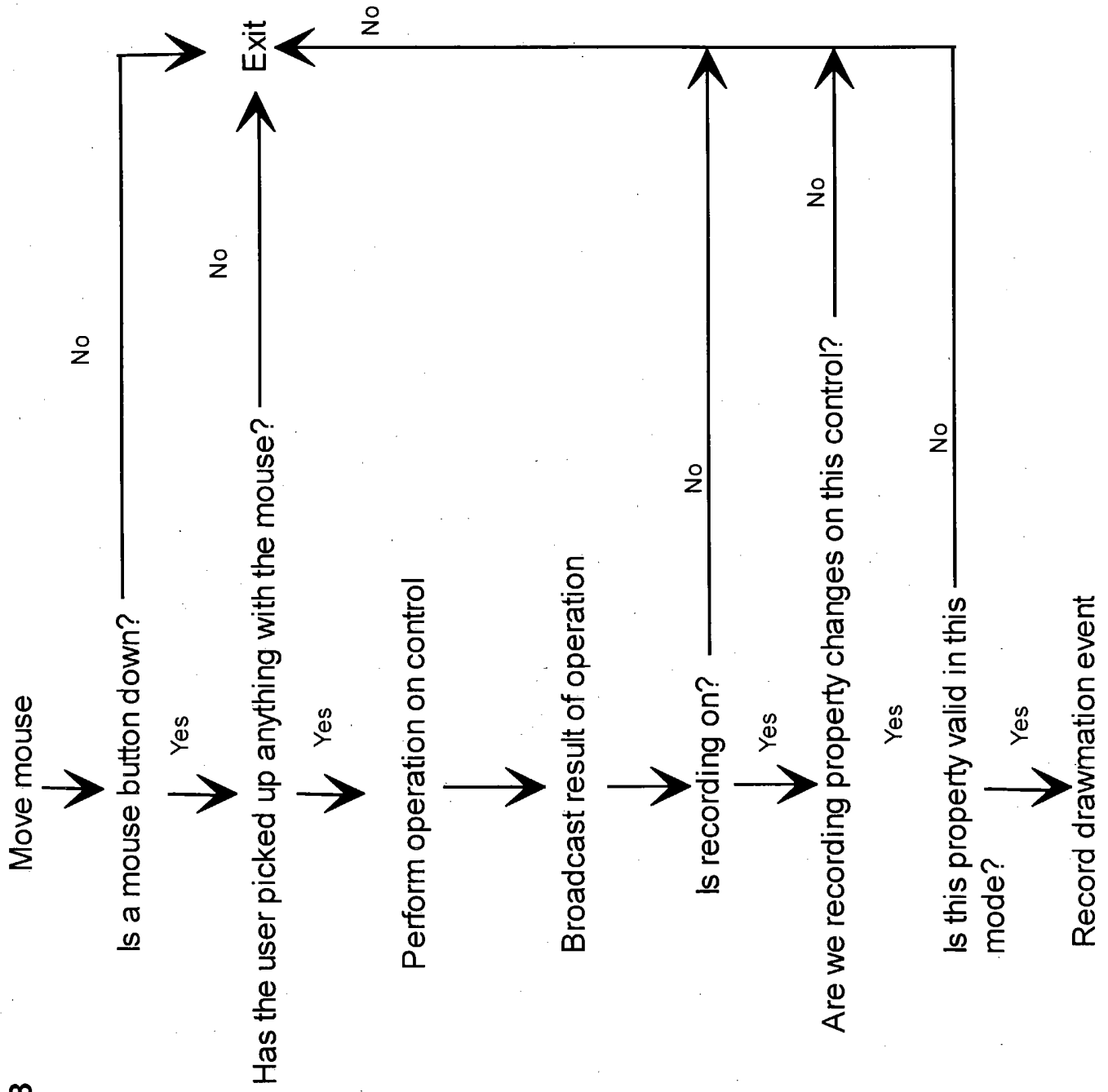


Figure 9

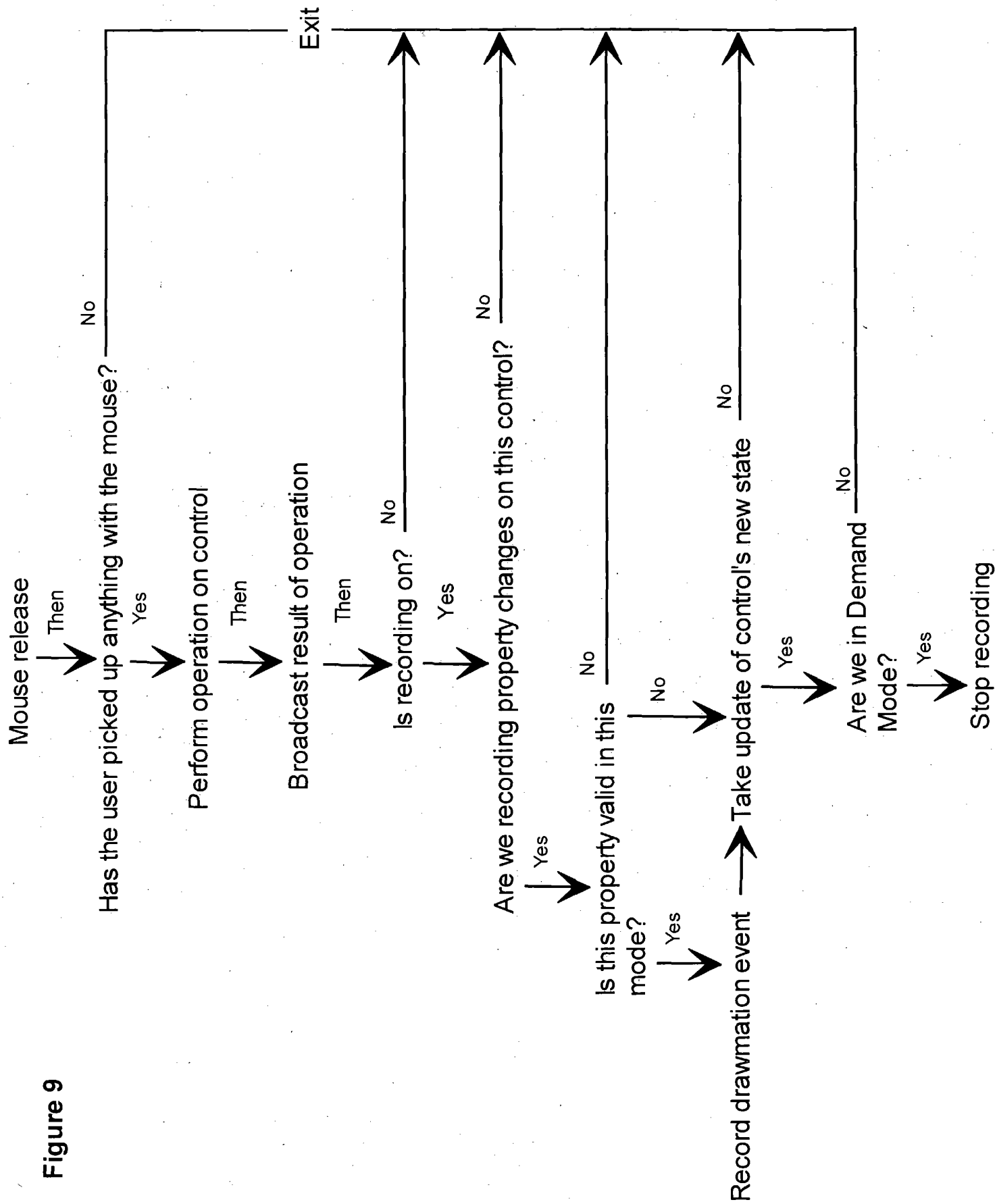


Figure 10

Multiple record passes can be made during a single replay cycle.

During the first replay cycle in which a control is recorded, it is automatically punched in and out when recording starts and stops.

— Record Pass
— Current Session

Note that replay does not have to start at the beginning of the session. Replay may be started at any point up to the end of the session.

Note that the duration of the current session is extended by recording past the replay end time. On the next replay cycle, replay will end at this new time (if the user does not record past it again).

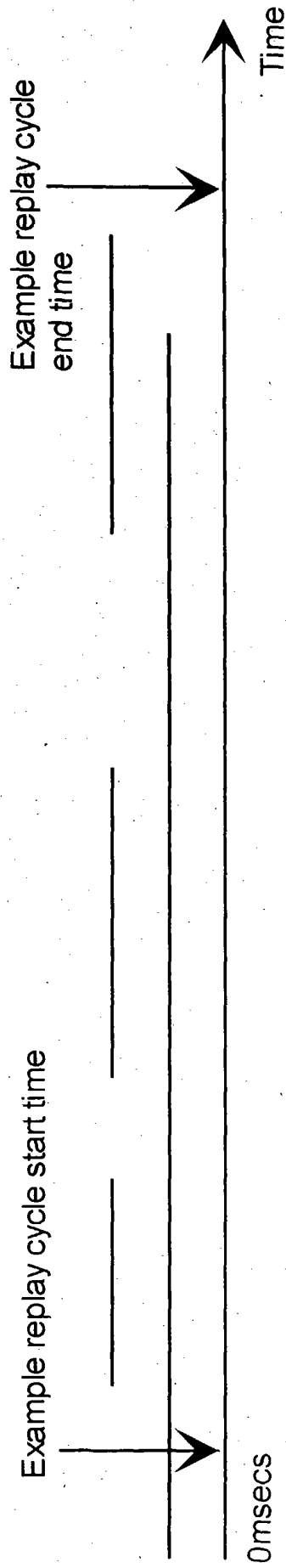


Figure 11

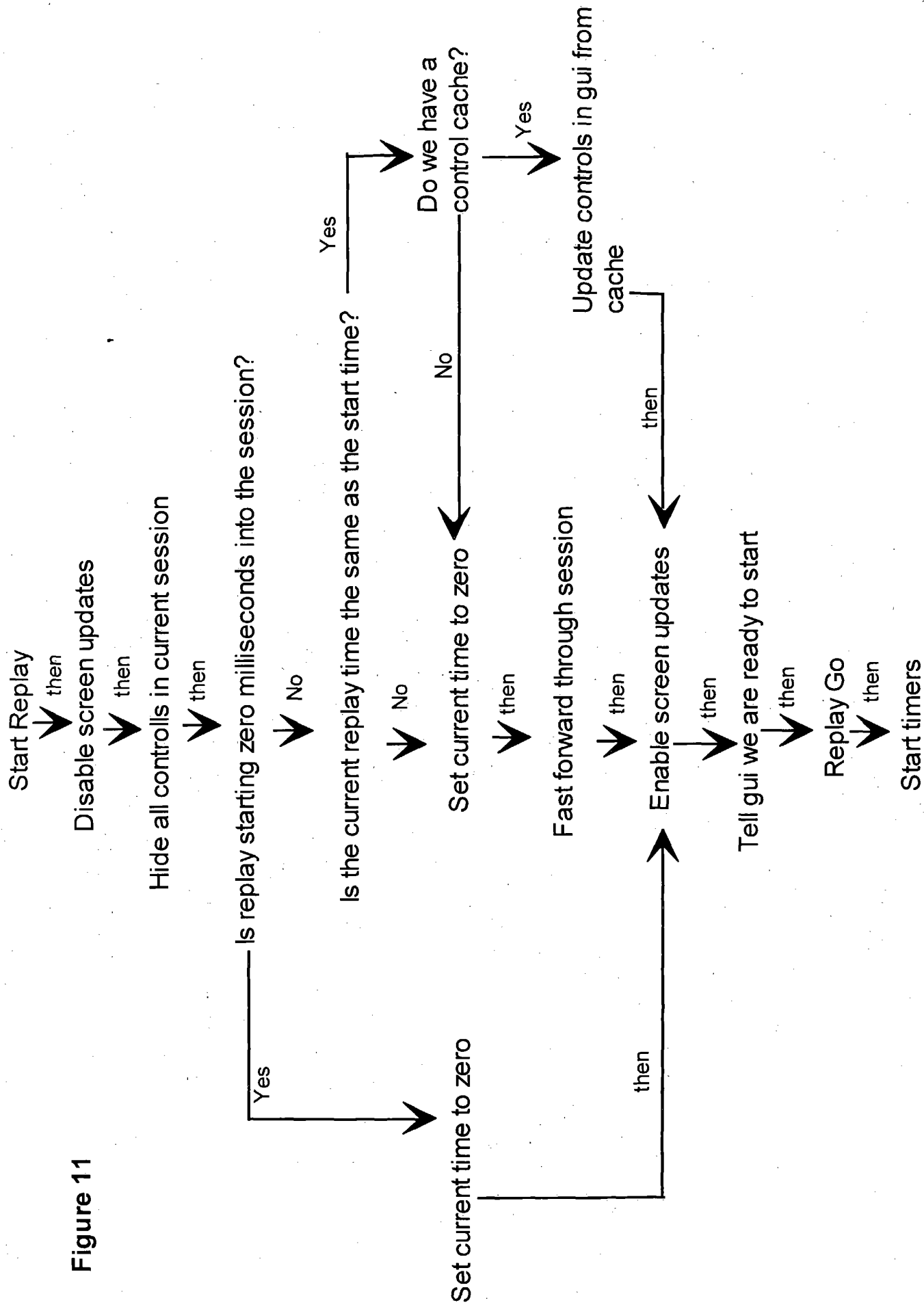


Figure 12

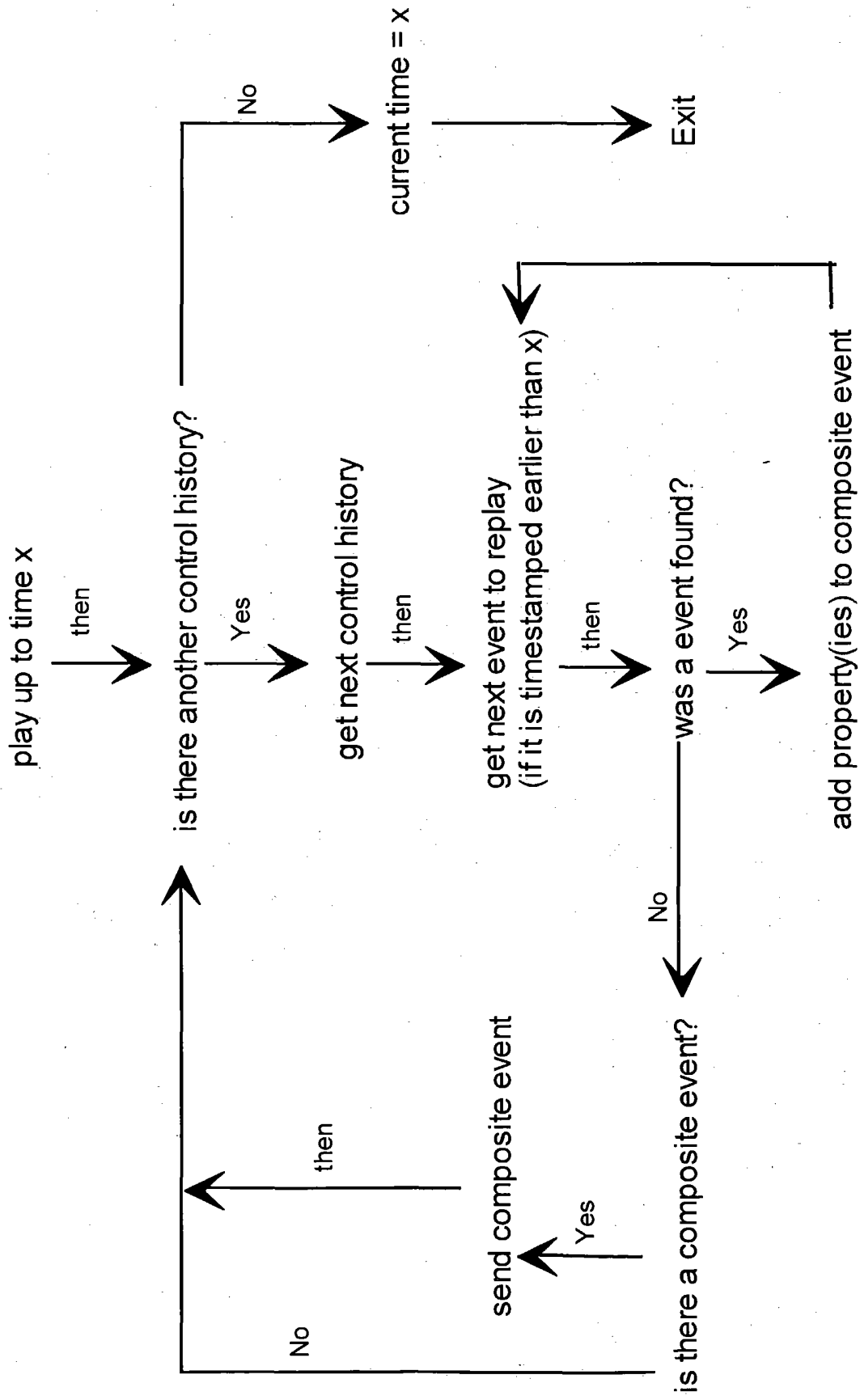


Figure 13

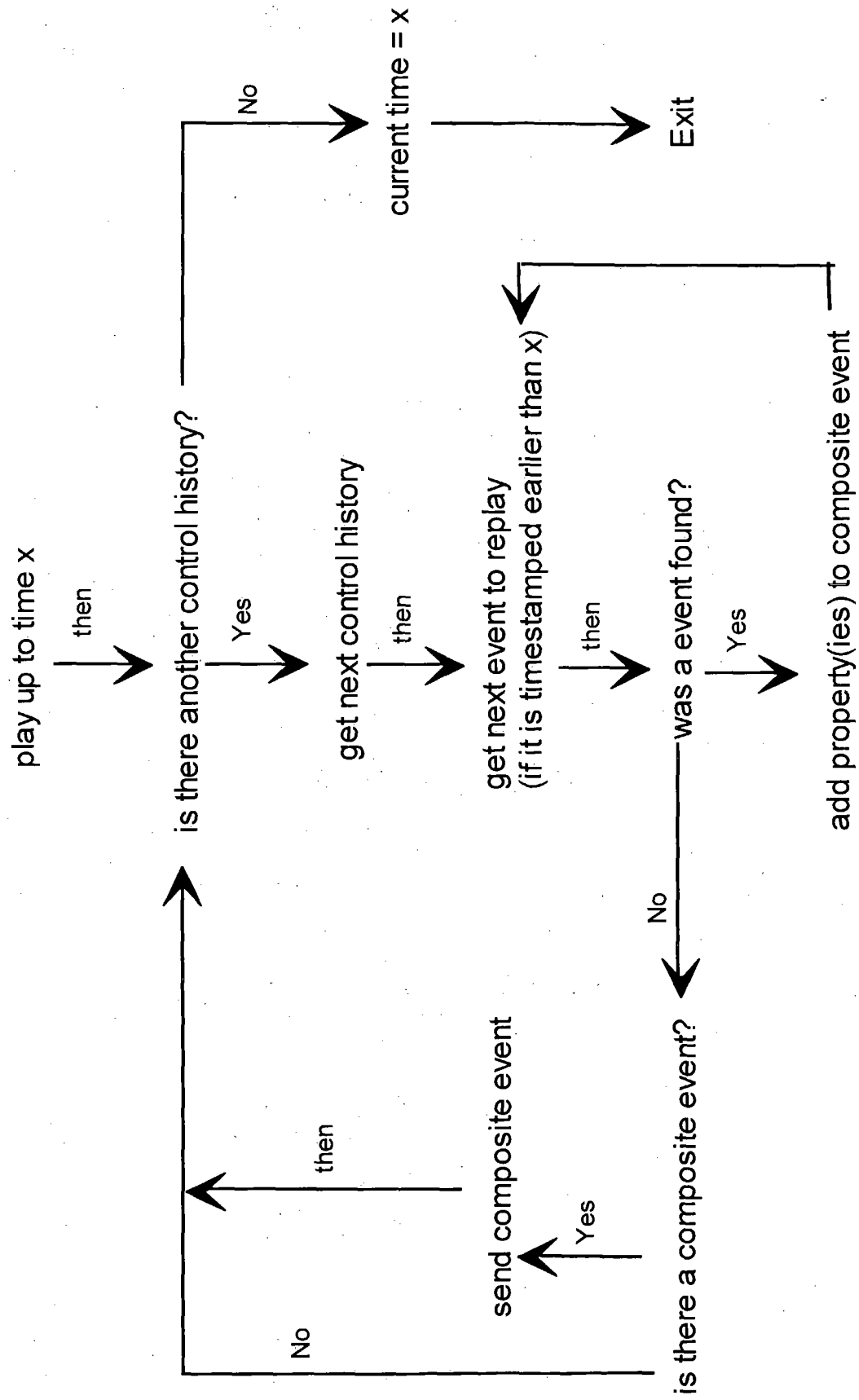


Figure 14

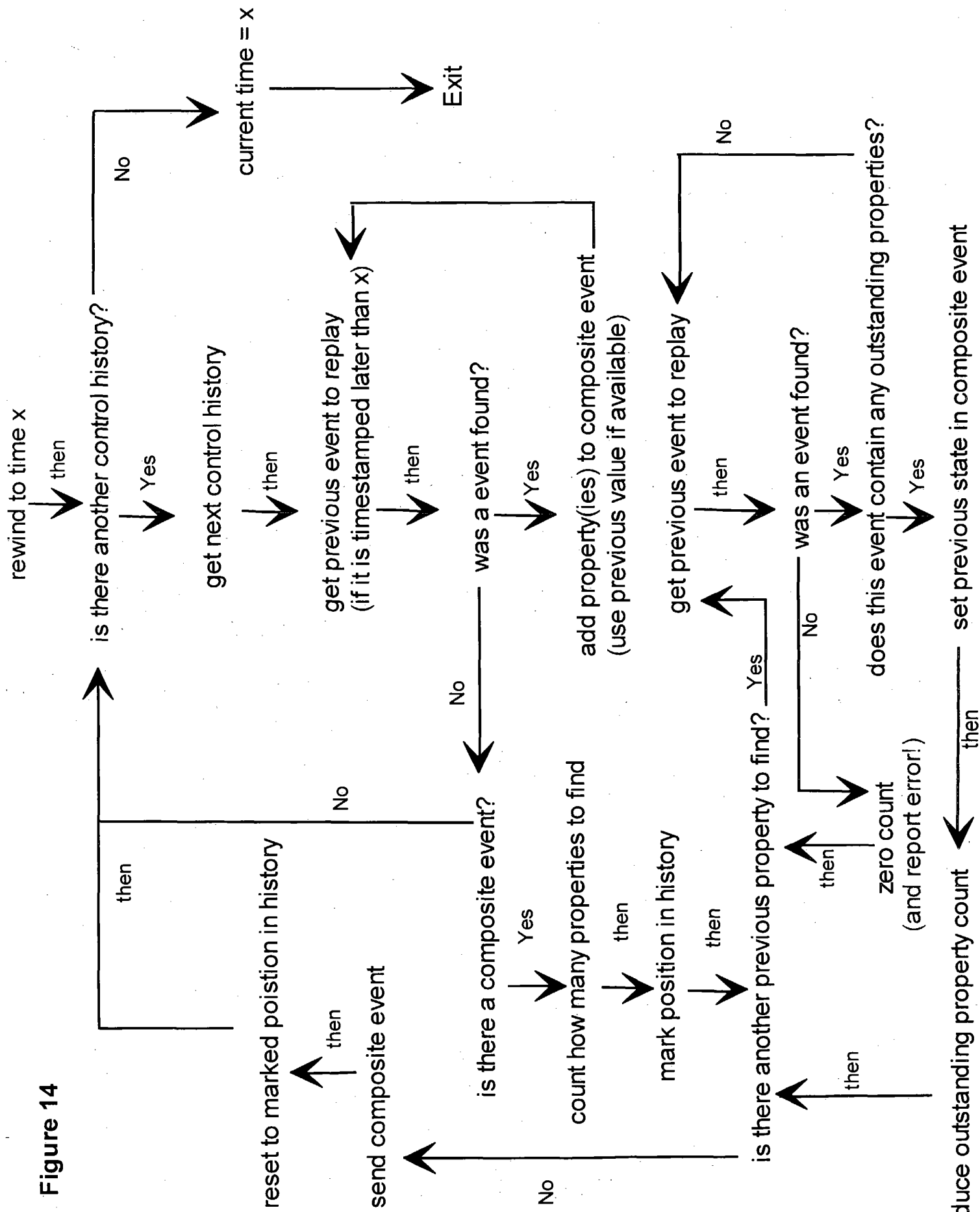


Figure 15

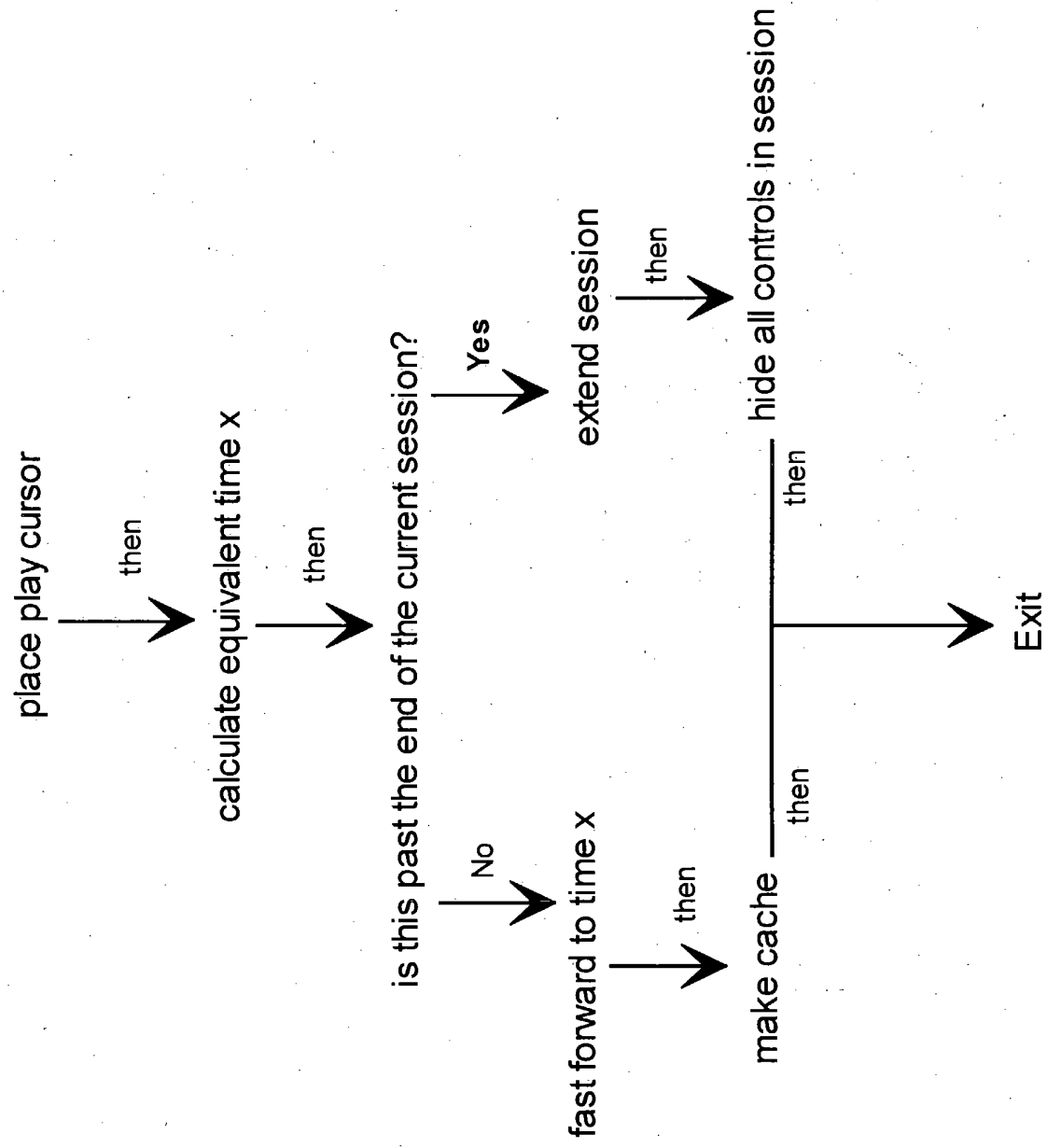


Figure 16

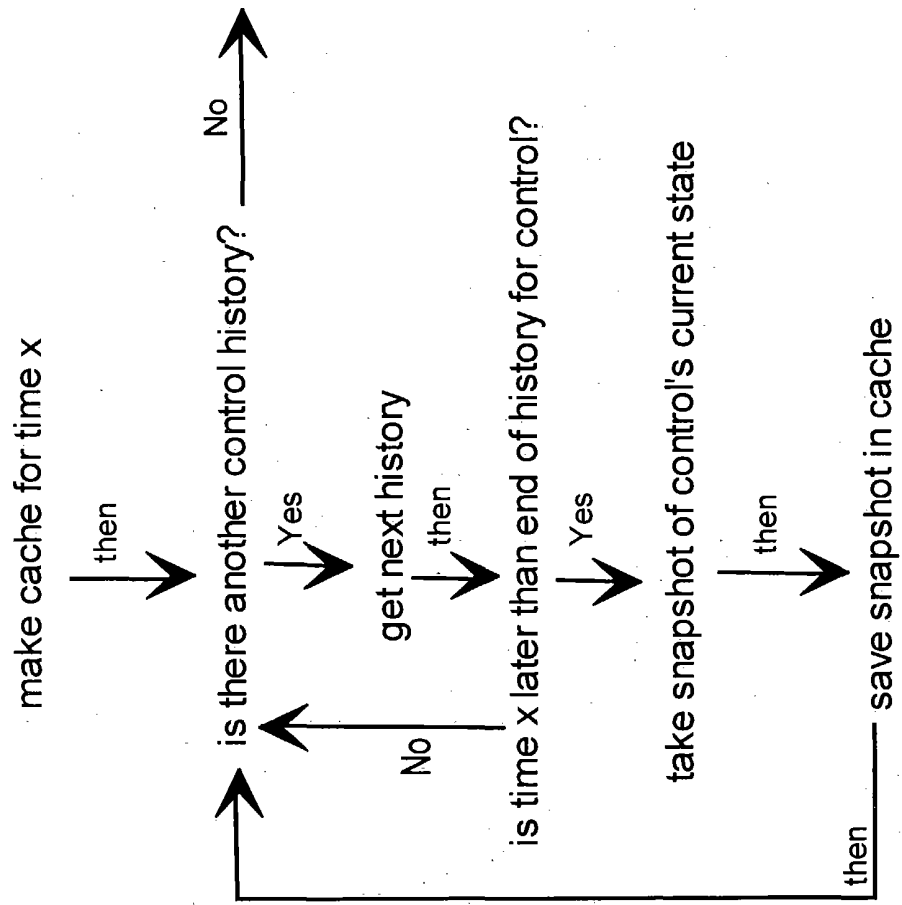
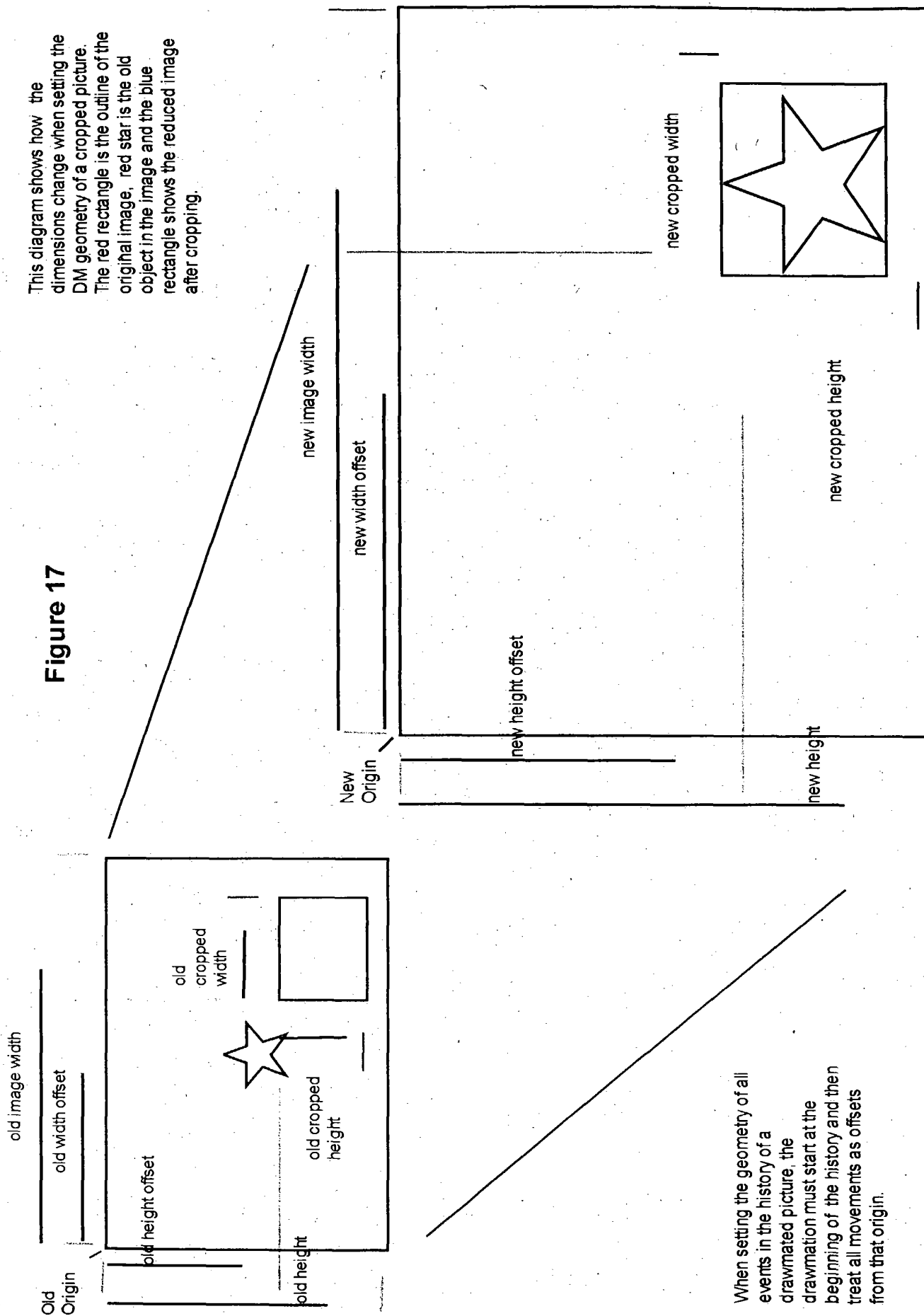


Figure 17



When setting the geometry of all events in the history of a drawn picture, the drawing must start at the beginning of the history and then treat all movements as offsets from that origin.

Figure 18a

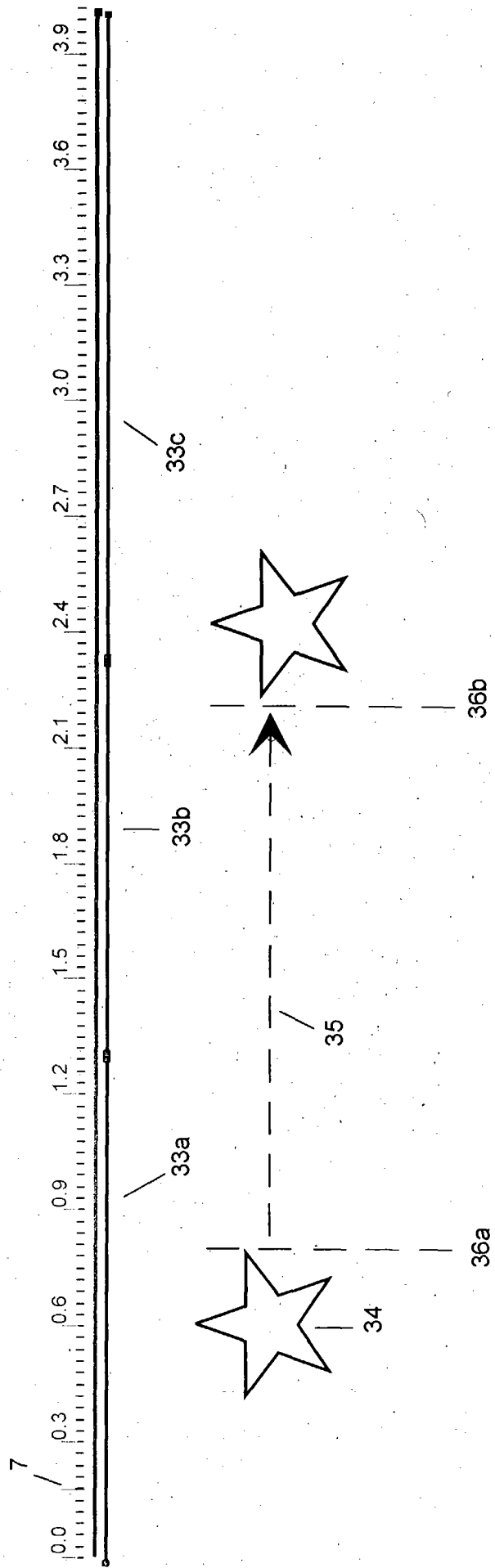


Figure 18b

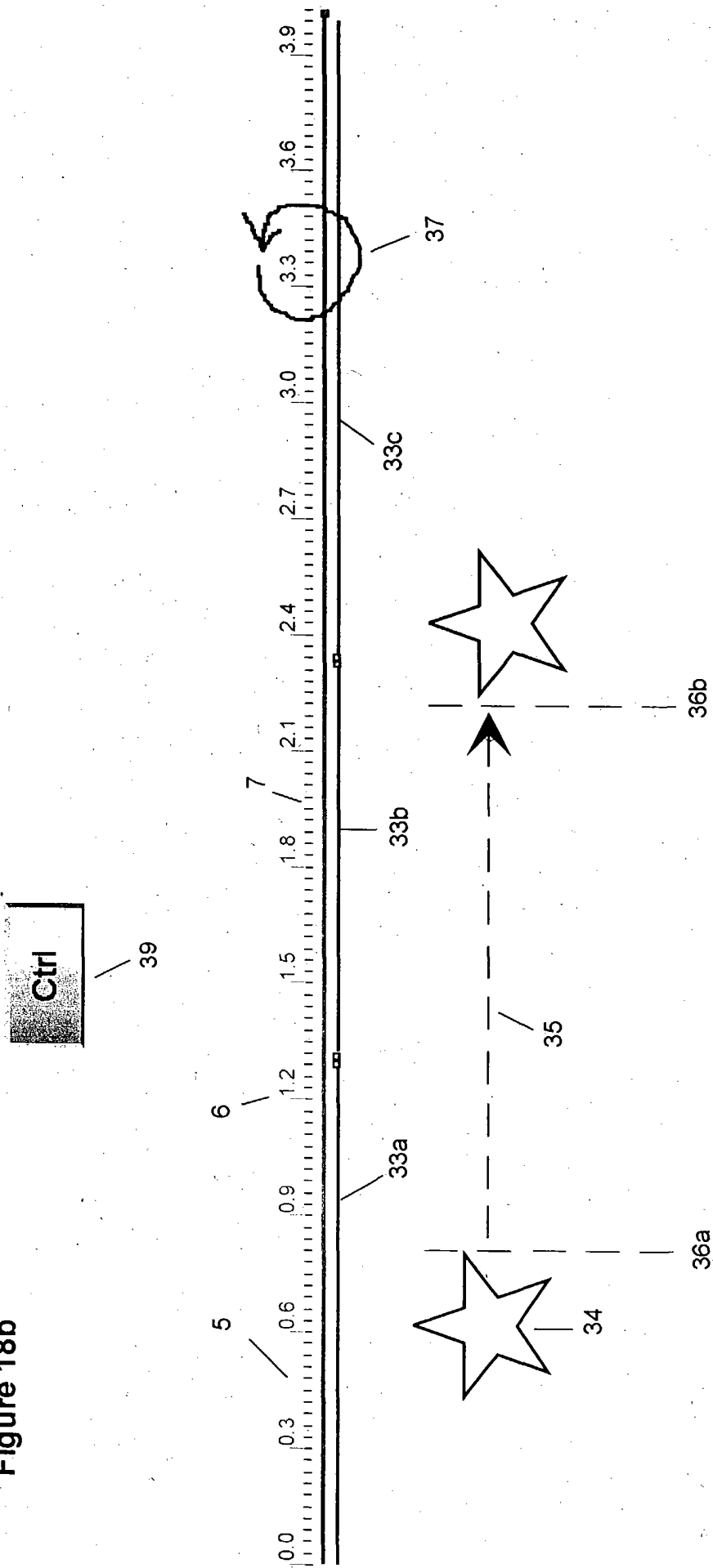


Figure 18c

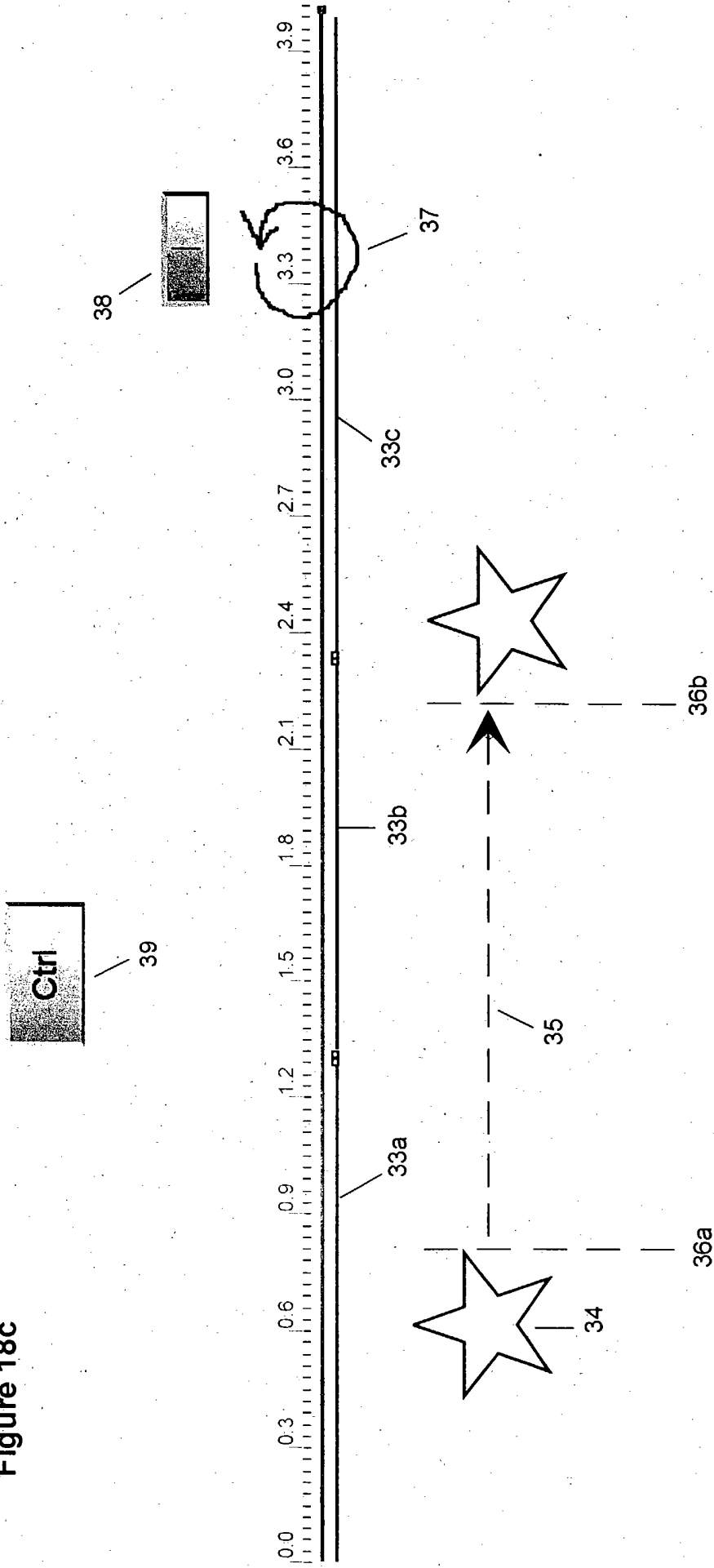
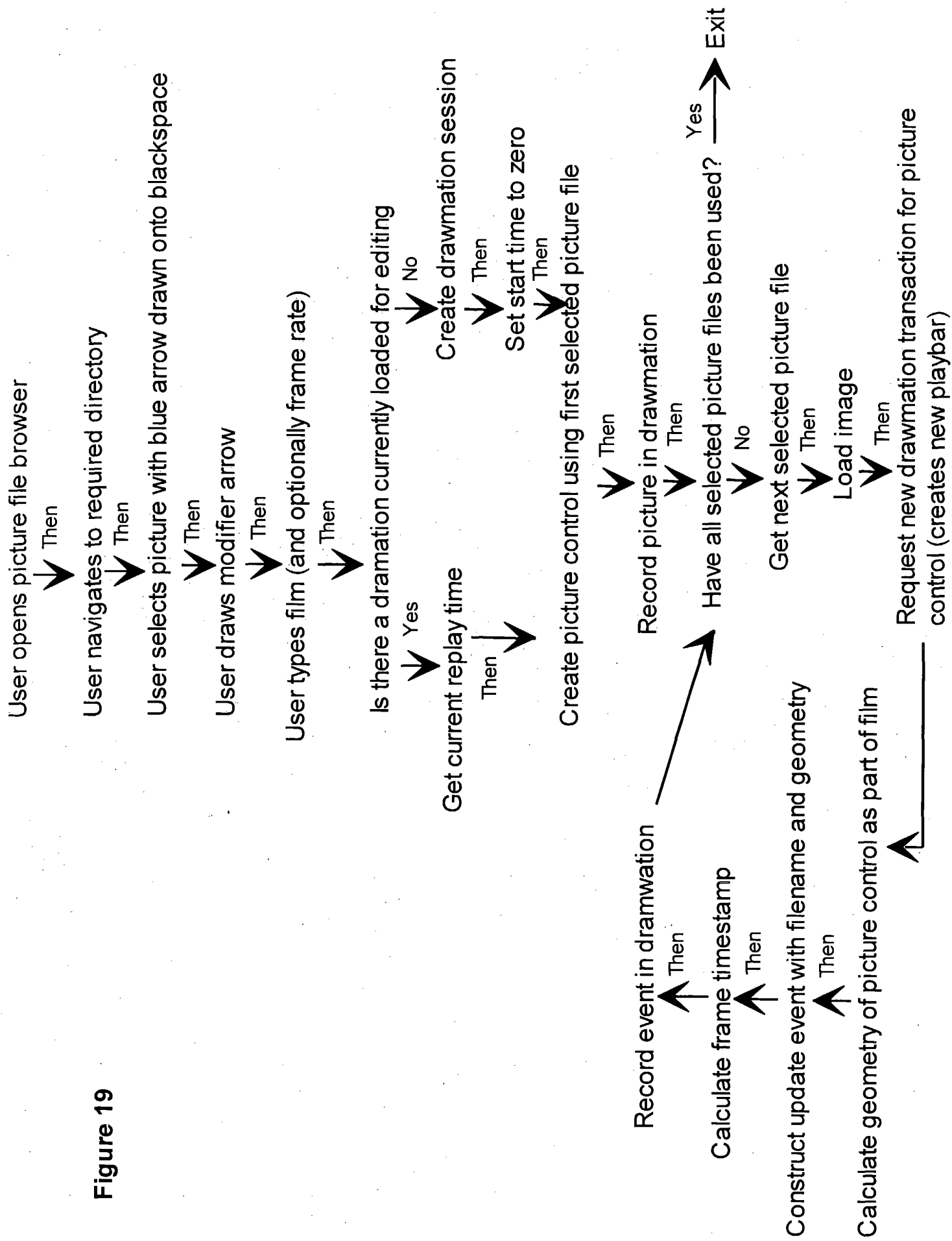


Figure 19



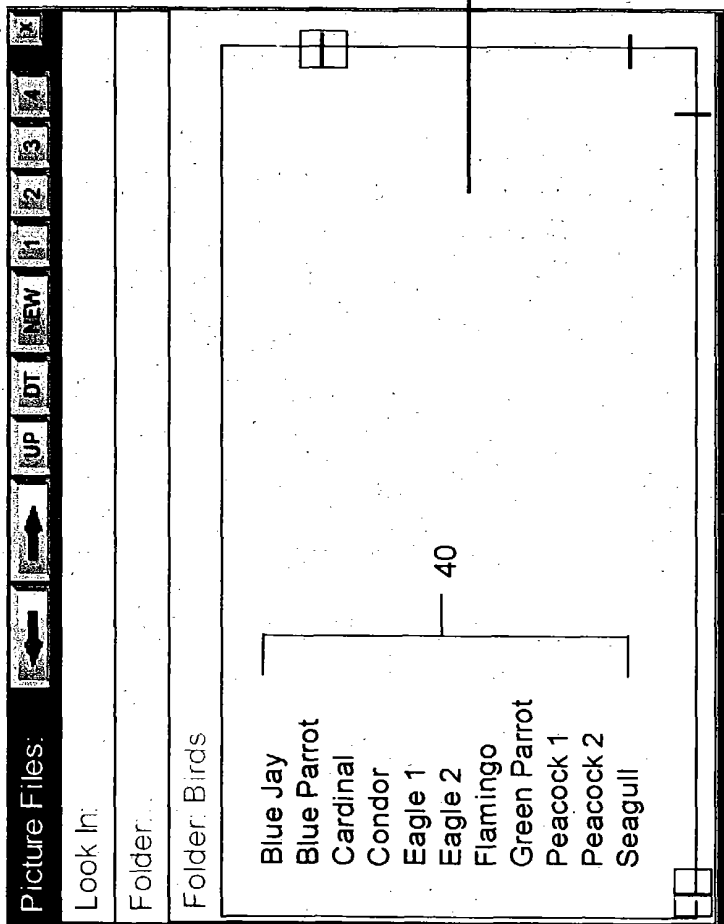
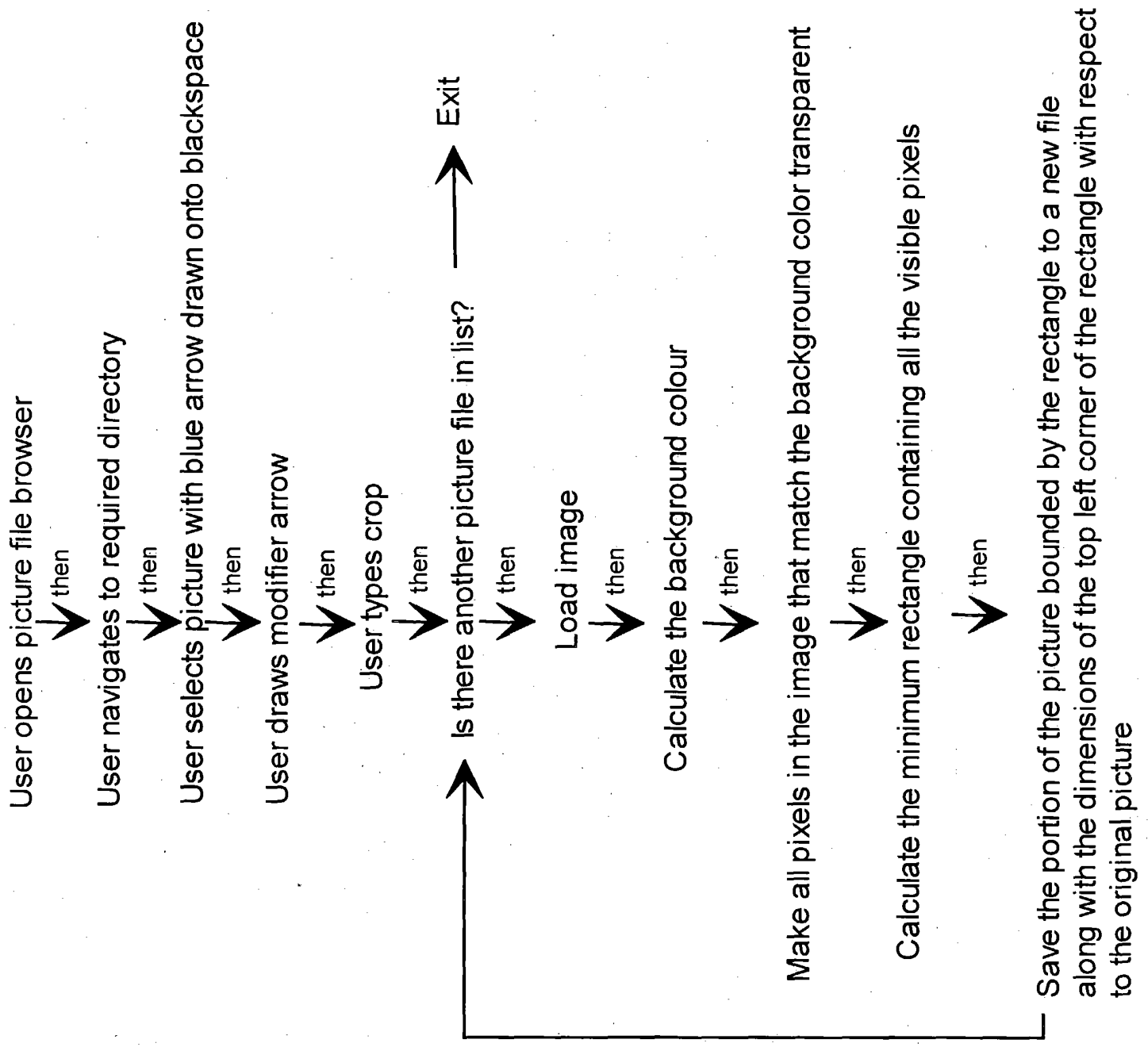


Figure 20

Figure 21



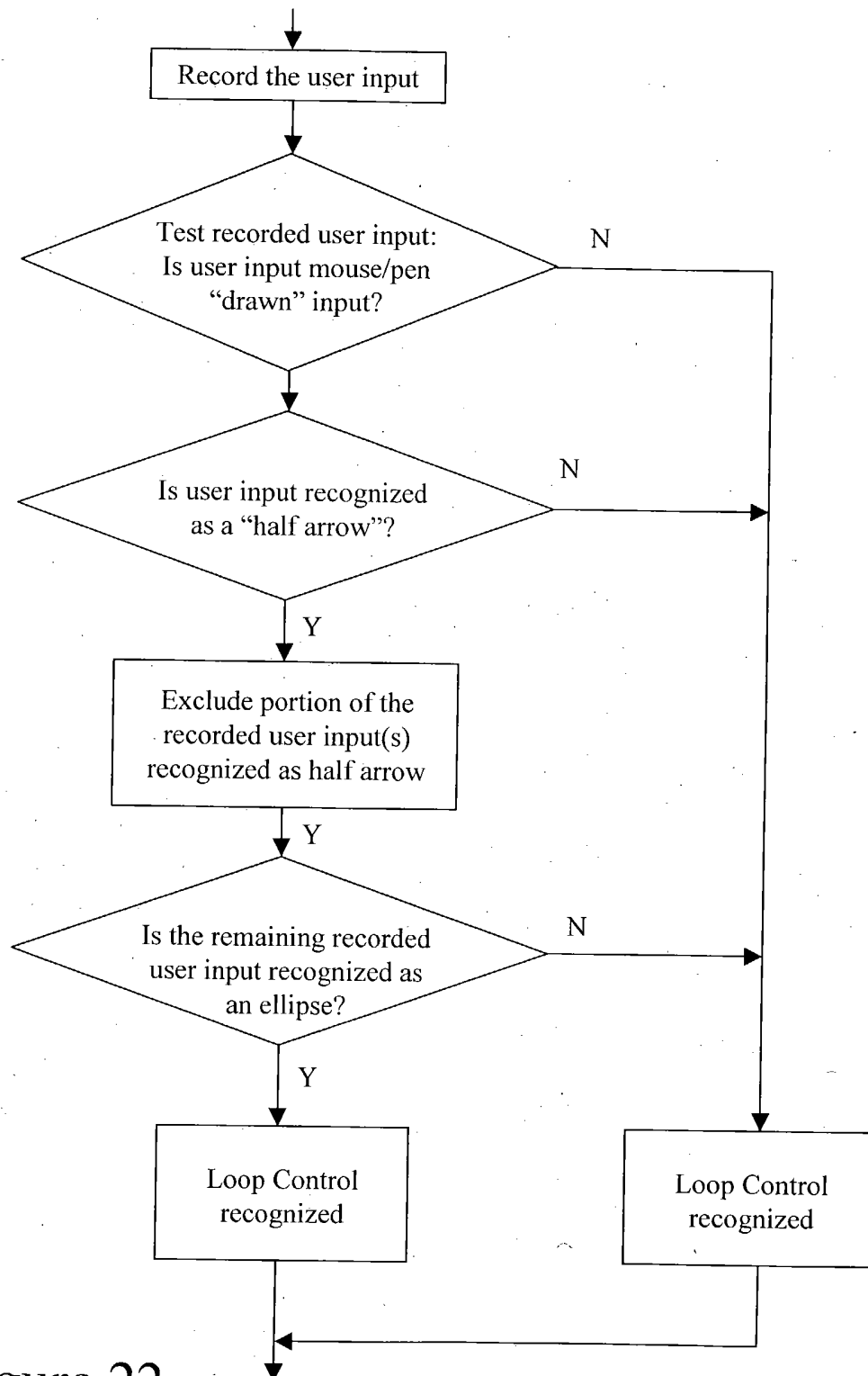


Figure 22